Subject: Re: Value: why not float support?
Posted by kohait00 on Tue, 31 Aug 2010 14:11:10 GMT
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thats right. but thinking of porting upp to embedded world, float is more common there than double (size, less cycles). on x86 world, it has no point. double is calculated just (almost) as fast as double (or am i wrong here?) but think of porting to android

btw: related.
the unsigned things are not needed that much. but how is that one, i.e. parsing from string, (ScanInt) to an unsigned long? could it be done with it?